EA SPORTS™

FIFA FOOTBALL 2004

Official FIFA Licensed Product

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers and Games Hotline Numbers.

SLES-51953

1 or 2 Player • Memory Card (8MB) (for PlayStation®2): 832KB minimum • Multitap (for PlayStation®2) adaptable: 1 - 5 Players (6-8 Players = second multitap required) Analog Control Compatible: analog sticks only • Vibration Function Compatible • Network Adaptor (Ethernet) (for PlayStation®2) Compatible: 2 Players

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Starting the Game

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the ⏻/RESET button. When the ⏻ indicator is green, press the ⏏ button. The disc tray opens.
4. Place the *FIFA Football 2004* disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray closes.
5. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Note: The memory card (8MB) (for PlayStation®2) is only supported in MEMORY CARD slot 1.

Note: Your User Profile is automatically loaded when you start *FIFA Football 2004.*

Note: *FIFA Football 2004* does not support a digital controller

Note: *FIFA Football 2004* only supports the Analog Controller (DUALSHOCK) and Analog Controller (DUALSHOCK®2).

***FIFA Football 2004* Online Information**: If you are having trouble connecting to other players in online games of *FIFA Football 2004*, see *Problems Connecting To Other Players in Online games of FIFA Football 2004* on p. 16.

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Controls

Note: Both the left analog stick and the directional button can be used for the same actions. To use the left analog stick, the controller must be in ANALOG mode (indicator: red).

Menu Navigation

HIGHLIGHT OPTION	Directional button/left analog stick
SELECT HIGHLIGHTED OPTION/ ADVANCE TO NEXT SCREEN	⊗
CANCEL/RETURN TO PREVIOUS SCREEN	△
CYCLE THROUGH PAGES	L1 / R1

General Gameplay

MOVE PLAYER	Left analog stick
SPRINT	Hold R1
WALK	Hold R2
ACTIVATE IGM (see *IGM (In-Game Management)* below)	Hold R2 / L2
PAUSE GAME (see *Pause Menu* on p. 8)	START

IGM (In-Game Management)

Hold R2, then hold L2 at the same time to make tactical adjustments to your team during the game. Press ↑/↓ to toggle between different tactical areas and then press ←/→ to make changes to each:

Defensive Strategy (D): Pressing/Neutral/Contain

Formation Preference (F): Attack/Neutral/Defend

Attacking Strategy (A): Wing Play/Possession/Long Ball

Attacking (with ball)

PASS/HEADER	⊗			
SHOT/HEADER/VOLLEY	**Normal**	○	**Low**	○+R2
LOB/CROSS	**Normal**	□	**Driven**	□+R2
CHIP	Tap □			
THROUGH BALL	△			
SKILL MOVES	**Normal**	Right analog stick		
	Walking	Hold R2 + right analog stick		
ONE-TWO (see *Passing* on p. 4)	⊗, L1, ⊗/△/□			

Power, Weight and Direction

- When playing a ball (other than a **pass**) in open play, a power meter appears at the bottom of the screen. Keep the relevant button pressed to increase power (and therefore speed and distance) and release when the meter has filled sufficiently. When **shooting**, if the meter reaches the red zone, your effort is more likely to be off target. Push the left analog stick to aim – the ball travels in the direction it is facing when the button is released.

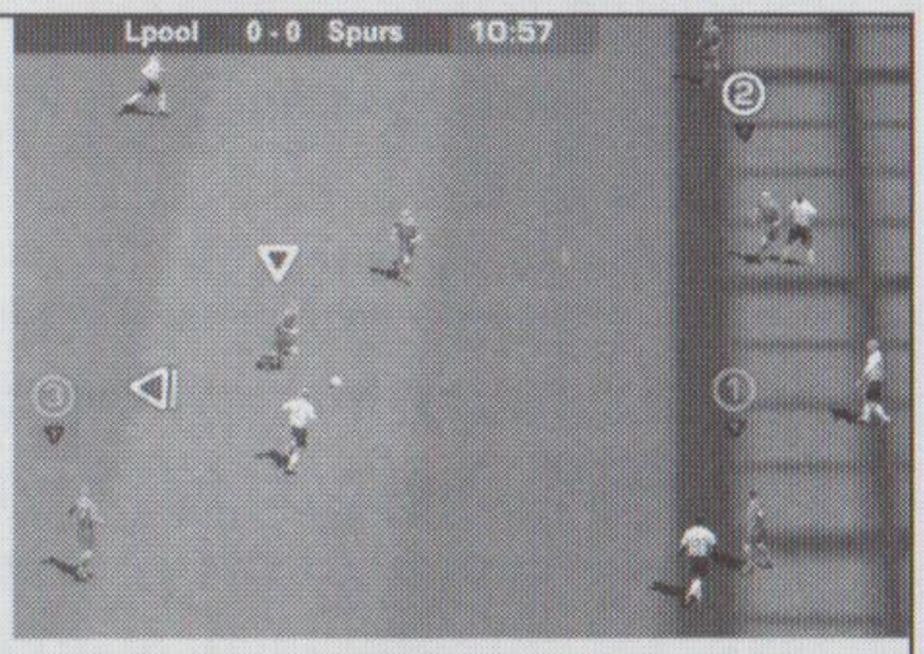
Passing

- **Passes** and **normal lobs** are automatically directed towards a team-mate or team-mate's run in the ball carrier's field of vision while **through balls** and **driven lobs** are played in the direction the ball carrier is facing.
- To play **first-time balls** (passing or shooting without first controlling the ball), press the relevant buttons *before* the ball reaches your player.
- To play a **one-two** pass with your team-mate, press ⊗ to play the first pass, L1 to continue running, then ⊗, △ or □ to attempt to return the ball to the runner.

Dribbling

- The faster you travel, the trickier it is to trap an incoming pass or keep control of the ball. Try to balance your pace and control requirements.

Attacking Off The Ball™ Control Options



Off The Ball Running: When your player has possession of the ball, press L2 to increase his passing options. Potential ball receivers appear with numbers above their heads. Press L2 to cycle through the receivers and use the right analog stick to guide the highlighted receiver's run. To play a pass towards the highlighted receiver, press □ or △.

***EA SPORTS* Tip**: Use on the wing for pinpoint crosses.

Player Runs: To send an individual player on a run, hold L1 and push the right analog stick to direct his movement. The player in possession must then play the ball with sufficient power and weight to take it into the runner's path. A perfect **through ball** (△) should result in the runner receiving the ball in space without having to break his stride.

Defending (without ball)

SWITCH PLAYER	⊗
TACKLE	○
SLIDING TACKLE	□
KEEPER CHARGE	△

***EA SPORTS* Tip:** Simply get close to the ball carrier to challenge him for the ball without tackling him. This is a good way of gaining possession without fouling.

Defending Off The Ball™ Control Options: Secondary Defender

For the defender nearest the ball, tackling isn't always the best form of defence. When facing the man in possession, it is sometimes more effective to block his route to goal and then call in a **secondary defender** (R2) to make the challenge.

Goalkeeper in Possession

MOVE/AIM KICK OR THROW	Left analog stick
THROW	⊗
HIGH KICK	■/●

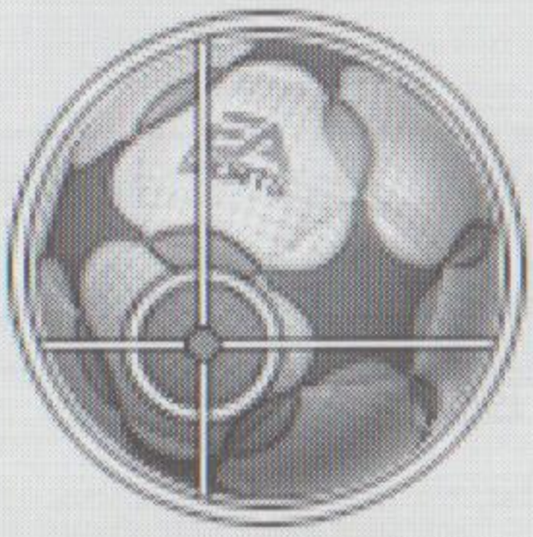
Set Pieces

Taking a Direct Free Kick

In order to hit the target you need to follow these steps:

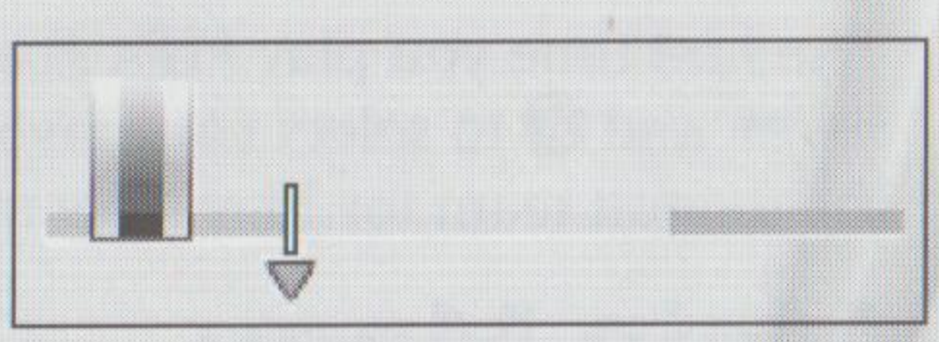
1. Push the left analog stick to **aim** the targeting cursor towards the area of net you want the ball to go.

2. Decide what kind of **spin** you are going to put on the ball by positioning the impact cursor (the point at which you are going to strike the ball) using the right analog stick. The ball spins accordingly.



Ballspin: To make the ball swerve you need to put spin on it by striking it on one side. The nearer to the edge that contact is made, the greater the swerve produced (e.g. making contact with the right-hand side of the ball as you look at it will send it swerving in an arc out to the right and then back in to the left, and vice versa).

3. To take the kick, press ■, ⊗ or ● to start the kick meter, press it once more on the **upswing** to set the **power** of the shot (the closer the pointer stops to the red zone, the more powerful the shot, but the faster the downswing will be) and press it a third time on the **downswing** to set the **accuracy** (stop the pointer in the middle of the accuracy zone for the best results).



Taking an Attacking Indirect Free Kick or Corner

1. Press ↑/↓ and ⊗ to select a **preset routine** (see *Set Pieces* on p. 19).
2. Select a **receiver** by pressing the button corresponding with the symbol above his head.
3. Use the Off The Ball controls to **make space** for yourself while waiting for the set piece (see *Attacking Indirect Free Kick/Corner Off The Ball™ Control Options: Jostling* on p. 6).

Attacking Indirect Free Kick/Corner Off The Ball™ Control Options: Jostling

While waiting for an attacking indirect free kick or corner to be taken, win yourself space by **jostling** with your marker. To give him the run-around, push the left analog stick; to jostle with him, push the right analog stick towards him.

Taking a Defensive Indirect Free Kick or Goal Kick

AIM	Left analog stick
LONG PASS	▢/◯
SHORT PASS	✕

Note: Hold kick buttons for increased power.

Taking a Throw-In

AIM	Left analog stick
THROW	▢, ✕ or ◯

Taking a Penalty Kick

AIM SHOT	Left analog stick
SHOOT	◯

Note: Hold **shoot** button for increased power.

Defending Set Pieces Other Than Penalty Kicks

MOVE PLAYER/WALL	Left analog stick
WALL JUMP	▢, △ or ◯
SWITCH PLAYER	✕

Note: Wall movement is only possible when defending an attacking free kick near your goal.

Defending a Penalty Kick

DIVE	Left analog stick

Setting Up the Game

The first time you play *FIFA Football 2004* (without an active User Profile), press ←/→ and ✕ to select your favourite league and team. Your selection is used as the default team for Play Now mode.

Main Menu

From the Main menu you can get straight onto the pitch (see *Play Now* on p. 7), select a game mode to take part in (see *Game Modes* on p. 8), take your game online and challenge opponents around the globe (see *Play Online* on p. 12), view User Profile information (see *My FIFA 2004* on p. 16), tailor the game to suit your preferences (see *Options* on p. 18) and view new features, other offerings from EA SPORTS™ and *FIFA Football 2004* Credits.

Play Now

Get straight onto the pitch and take on any club or country in the game.

To Play Now:

1. Press ↑/↓ to highlight PLAY NOW and press ⊗.

Select Sides

The Select Sides screen allows you to choose which team you wish to play for and the User Profile you wish to use.

2. Press ←/→ to place your controller icon under the Home or Away team. Your in-game possession indicator colour appears under your icon.
3. Press L1/R1 to choose which of the available User Profiles you wish to play with.
4. When you've made your selections (or, for 2 or more player games, when all players have selected), press ⊗.

- If all icons remain in the middle, a CPU vs CPU game is played.

5. Press ↑/↓ and ⊗ to select a League, home Team (a team's ability is represented by stars below its badge) and Kit (repeat for the away Team). You can use L1/R1 to select Random teams.

- Press ▣ to select a Stadium to play in (see *Select a Stadium Screen* below).

6. At the Team Management screen, select your starting line-up and select DONE to continue. Press ▣ to change your game settings.

Select a Stadium Screen

FIFA Football 2004 offers a range of real and generic arenas, from Old Trafford to the Nou Camp. To select one – and to choose whether to play during the DAY/NIGHT – press ←/→ and then select DONE.

Playing The Game

Control Highlights

Controlled player in possession of the ball

Controlled player when not in possession of the ball

Off-screen controlled player indicator

Players making Off The Ball Runs

Player Status Bar

During a match, a Player Status Bar appears at the bottom of the screen, displaying the highlighted player's current level of fatigue. This level decreases the more a player sprints (hold R1), slowing him down, but replenishes when he returns to normal pace.

Pause Menu

Press START while the ball is in play to access the following options:

RESUME MATCH:	Continue game.
TEAM MANAGEMENT:	Make Substitutions during a match or make adjustments to Tactics and Kick Takers (see *Team Management* on p. 18).
MATCH FACTS:	Press L1/R1 to view match stats as well as names in the book/on the score sheet.
SELECT SIDES:	Review/change your choice of team (see *Select Sides* on p. 7).
CAMERAS:	Change the camera angle (see *Cameras* on p. 21).
GAME SETTINGS:	Change in-game options (see *Game Settings* on p. 18).
INSTANT REPLAY:	View a replay of the last few seconds of play (see *Instant Replay* on p. 21).
RESTART MATCH:	Re-start the current match.
QUIT MATCH:	End the current match and return to the menu screens (if you Quit a match in any competition mode, you automatically forfeit the game by a 2-0 score-line; if you Quit a second-leg game you automatically lose the tie).

Post Match Screen

After the match you can view the game's stats (MATCH FACTS) or restart the game (REPLAY MATCH). Select CONTINUE to exit.

Note: If a Play Now match ends in a draw after 90 minutes, you can choose to end it there and then, continue with GOLDEN GOAL extra-time or go straight to a PENALTY SHOOTOUT.

Game Modes

Career Mode

Pick a club from any one of 23 divisions and begin a five-year long quest for glory. Keep your challenge on track by dipping into the transfer market and honing your players using a variety of training techniques.

Note: For assistance with Career Mode, select CAREER HELP in the More Options screen.

1. Select GAME MODES>CAREER MODE>NEW CAREER (or LOAD CAREER if you have a saved career you wish to load – see *Save/Load Screen* on p. 20).
2. Select YES to confirm the overwriting of unsaved Squads (or NO if you wish to save the current Squads before entering Career Mode).
3. Use the directional button/left analog stick to input your manager's name and select the tick symbol to confirm.
4. Choose the league within which you wish to manage and then select a team to control within that league by pressing ⊗. Your Contract Objectives appear. Press ⊗ to accept them and read about your Weekly Training Options and press ⊗ once more to continue. The Weekly Training Central screen appears (see below).
5. After putting your players through their paces, checking out your team news and testing the water in the transfer market (see *Weekly Training Central Screen* below), select DONE.
6. Your next fixture is displayed. To start it, select PLAY NEXT GAME.

- Select MORE OPTIONS for further information and options (see *More Options Screen* on p. 10) or SAVE CAREER to save your progress (see *Save/Load Screen* on p. 20).

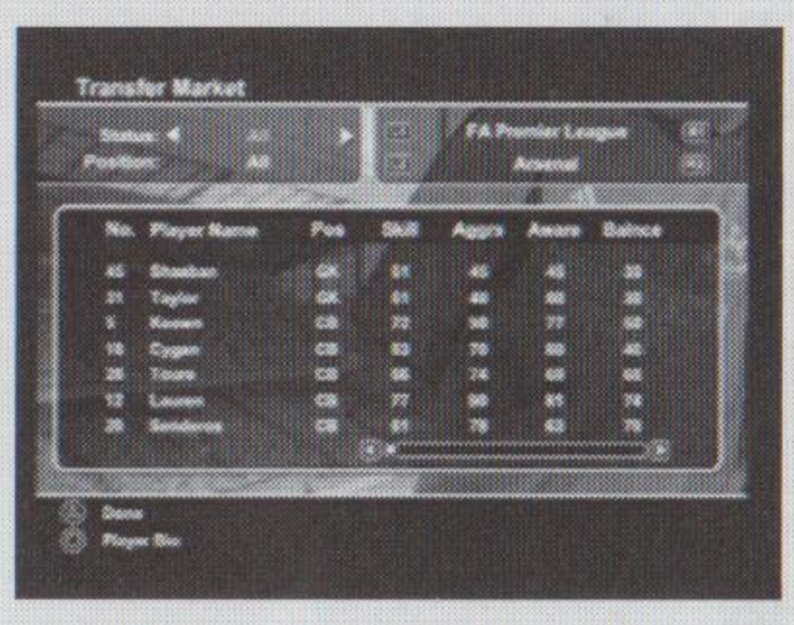
7. Select the side you wish to play for (see *Select Sides* on p. 7) and use the directional button/left analog stick to select both sets of kits.
8. At the Team Management screen, select your starting line-up (see *Starting 11* on p. 18 for information on changing your team) and select DONE to continue.

Weekly Training Central Screen

INDIVIDUAL TRAINING: Train individual players in your squad in up to 3 disciplines per week. To train a player, press ⬆/⬇ to highlight him and press ⊗. Slot 1 is selected first. Press ⬅/➡ to select a type of training. The next training slot then becomes available. Repeat if you wish to assign more than one discipline and then press ⊗.

TEAM PHYSICAL TRAINING: Fine-tune physical training for your squad as a whole. Press ⬆/⬇ to select a level of physical training and then press ⊗.

TRANSFER MARKET: Buy and sell players in the Transfer Market. Press L1/R1 to select a league and L2/R2 to choose a team. Then further narrow down your search by using the directional button/left analog stick to establish your Status and Position requirements. Finally, press ⬆/⬇ to highlight a player and press ◎ (see *Player Bio Screen* on p. 10).



Note: You can only transfer players during the two "transfer windows" (January and July-August).

Player Bio Screen: Highlight a player name and press ◎ to view his details. Press ←/→ to cycle through player attributes.

If you have accessed a Player Bio from the Transfer Market screen, the following options are available:

Players From Other Teams:

- **To make a bid for a player**, press ⊗. Press ←/→ and ⊗ to make an offer/Negotiate with the player.

Your Players:

- **To place a player on the transfer list**, press L1/R1, select ADD TO TRANSFER LIST and confirm (to take him off the list, select REMOVE FROM TRANSFER LIST). **To release a player from his contract**, select RELEASE PLAYER and confirm. If a club is interested in your player, you can **negotiate a deal to sell him** by selecting the NEGOTIATE WITH... option and ACCEPT/REJECT the offer.

TEAM NEWS: Press L1/R1 to view current Injuries, your Objectives and clubs interested in your players.

CAREER HELP: Press L1/R1 for help with Career Mode.

More Options Screen

Selecting MORE OPTIONS in the Match Day Central and Tournament Central screens provides a list of further options that offer in-depth information, settings and tools for the current game mode.

STATS CENTRAL: View the current state of the competitions you are taking part in.

TABLES: Press L1/R1 to skip between competitions and press L2/R2 to skip between rounds or groups (cups only).

FIXTURES: View all your results and upcoming fixtures. Use the directional button/left analog stick to skip between days and months. Highlight a match day and press ⊗ to view that day's fixtures/results. If it is a future date you can also choose to complete all your matches up to that date without actually playing by selecting the Simulate option and confirming at the prompt.

STATS: Press L1/R1 to skip between Player (press L2/R2 to view different squads) and Team Statistics.

TEAM MANAGEMENT: See *Team Management* on p. 18.

TEAM NEWS: Press L1/R1 to view current Injuries, your Objectives and clubs interested in your players.

VIEW SQUADS: Keep an eye on your rivals' squads (press L1/R1 to select a league and then L2/R2 to select a team from it).

CAREER HELP: Press L1/R1 for help with Career Mode.

GAME SETTINGS: See *Game Settings* on p. 18.

MY FIFA 2004: See *My FIFA 2004* on p. 16.

SAVE/LOAD: See *Save/Load Screen* on p. 20.

Player Connections

On the left of the screen, there is a list of players and a gauge. The bar represents a player's connection speed to the Internet. The smaller the bar, the better the connection.

Player Overview

In the upper right-hand corner of the screen you can find player stats, including the player's User Name, Record (wins/draws/losses), Rank and Disconnection % (how often a player loses connection or quits).

Online Tournaments

Get together with some friends and create your own Online Tournaments or join in EA-sponsored tournaments for some unique action. **Important: both you and your opponent have to be in the Tournament room to play your Tournament game.** If one player is not in the room by the end of the round, that player forfeits the game. If neither player is there at the end of the round, the game is simulated.

- To create a Tournament, select TOURNAMENTS>CREATE NEW TOURNAMENT. The following options appear:

REGION:	Choose the geographical area where you wish your opponents to join from.
TOURNAMENT NAME:	Select a name for your Tournament.
RANKED GAMES:	Decide whether you want the games to count towards players' overall stats.
DIFFICULTY:	Choose the difficulty level for each game.
HALF LENGTH:	Pick from 2- to 10-minute halves.
BOOKINGS:	Decide whether the ref can issue red and yellow cards.
INJURIES:	Enable/disable player injuries.
TEAMS:	Decide between a club or international Tournament.
SIZE:	Choose how big your Tournament will be.
UNIQUE TEAMS:	Decide whether two players can use the same team.
YOUR TEAM:	As the host, you get to pick the first team.
PASSWORD:	Open to all, or password protect for just your friends.
ENTER/CONFIRM PASSWORD:	Lets you keep private Tournaments private.

- To search for a Tournament, select TOURNAMENTS>JOIN NEW.
- To search for a sponsored tournament, choose TOURNAMENTS>JOIN SPECIAL EVENT.

  Note: Use your PC to connect to your Online Tournaments. Visit (**www.fifafootball2004.ea.com**), log in and view your complete Tournament details including stats and schedules. You can even create new events!

Tournament

Play your way through a selection of some of the world's toughest cup competitions. Select GAME MODES>TOURNAMENT>NEW TOURNAMENT (or LOAD TOURNAMENT to load a saved one – see *Save/Load Screen* on p. 20). Choose between the Default Squads or the Current ones and confirm your selection. Choose the cup you wish to play for, select a team (or teams) from the list of entrants to place under User control by highlighting them and pressing ◎ (press it again to return the team to CPU control), then press ⊗ (to replace an existing team with another team of your choice, highlight its badge, press ▣ and select the replacement club). The Tournament Central screen appears (see steps **6.** to **8.** of *Career Mode* on p. 8 for further information).

Practice Mode

Give yourself – and your players – a refresher course in how to play the beautiful game. Select GAME MODES>PRACTICE MODE then select both teams (press ▣ to choose a Stadium/Condition). You begin with a Free Practice match (to start another type of practice/tinker with the current practice, press START – see *Practice Mode Pause Menu* below).

Practice Mode Pause Menu

RESUME PRACTICE: Continue the current type of practice.

MODE: Change to another type of practice (select FREE PRACTICE, CORNER, DIRECT FK or FK PRACTICE).

USER: Adjust the number of players in your team (Free Practice only).

CPU: Adjust the number of players in the CPU team (Free Practice only).

LOCATION: Select the area of the pitch where you wish to practice (not available in Free Practice).

QUIT PRACTICE: Exit Practice Mode.

Football Fusion

Play individual *Total Club Manager 2004* matches in *FIFA Football 2004* or export entire teams from *Total Club Manager 2004* into *FIFA Football 2004* (including lower division sides not supported in the game).

To play a *Total Club Manager 2004* match in *FIFA Football 2004*:

1. In *Total Club Manager 2004*, select FIFA 2004 FOOTBALL FUSION in the Match screen and press ⊗. Select a slot and press ⊗. Press ⊗ twice more to exit the confirmation screens. The required information is saved to a memory card (8MB) (for PlayStation®2).
2. Exit *Total Club Manager 2004*, launch *FIFA Football 2004* and select GAME MODES>PLAY FOOTBALL FUSION. Select the saved Fusion Match and load it (see *Save/Load Screen* on p. 20). Then play the match as usual (see *Play Now* on p. 7) and save the result at the post match screen (see *Save/Load Screen* on p. 20).

3. Exit *FIFA Football 2004*, launch *Total Club Manager 2004* and select FOOTBALL FUSION>IMPORT SINGLE MATCH RESULTS and load the result (see *Total Club Manager 2004* manual for more information).

To export a team from *Total Club Manager 2004* to *FIFA Football 2004*:

1. In *Total Club Manager 2004*, select FOOTBALL FUSION>EXPORT CLUB. Select a club* (see *Total Club Manager 2004* manual for more information) and then select a slot in the Fusion Team Export screen and press ⊗. Press ⊗ to exit the confirmation screen.

* To export a team you have already saved, select FOOTBALL FUSION> EXPORT SAVED CLUB and select it from the list of saved clubs.

2. Exit *Total Club Manager 2004*, launch *FIFA Football 2004* and select GAME MODES>IMPORT FOOTBALL FUSION. Select the saved Fusion Team and load it (see *Save/Load Screen* on p. 20).

   Note: To play your team in Play Now mode, instead of selecting a recognised League, choose FOOTBALL FUSION, then select an imported team. To use an imported team in Tournament mode, press ■ in the Select a Team screen and choose from your imported teams.

Play Online*

Take on opponents from around the globe via EA SPORTS™ Online.

- To connect to EA SPORTS™ Online, select PLAY ONLINE in the Main menu and confirm at the prompt.

*IMPORTANT INFORMATION ON THE EA SPORTS™ ONLINE SERVICE, INCLUDING AVAILABILITY FOR PLAY, TERMS AND CONDITIONS, AND MEMBERSHIP AGREEMENT CAN BE FOUND AT **http://www.easports.com/ps2legal/**

EA SPORTS Online is a live game service that you play via the Internet, allowing you to play with thousands of other sports fans. AN INTERNET CONNECTION, NETWORK ADAPTOR (ETHERNET) (for PlayStation®2) AND MEMORY CARD (8MB) (for PlayStation®2) WITH A VALID NETWORK CONFIGURATUION ARE REQUIRED FOR ONLINE GAMEPLAY. Internet service providers usually charge a monthly fee to provide this access. Install the network adaptor (Ethernet) (for PlayStation®2) into your console according to the instuctions in its instruction manual.
YOU MUST BE 13+ TO REGISTER FOR THE EA SPORTS ONLINE SERVICE.
EA RESERVES THE RIGHT TO RETIRE THE EA SPORTS ONLINE SERVICE FOR THIS PRODUCT AFTER 90 DAYS NOTICE.

Note: In order to play Online, you will need the following items: a network adaptor (Ethernet) (for PlayStation®2) installed (install the network adaptor (Ethernet) (for PlayStation®2) into your console according to the instructions in its instruction manual), an active Internet connection via your own Internet Service Provider (ISP) account and a memory card (8MB) (for PlayStation®2) with at least 256 KB of free space.

Note: When saving and loading Your Network Configuration File, and when saving an EA Account, you must use MEMORY CARD slot 1.

Select Network Configuration

Before you can begin playing online, you must select a Network Configuration (found on your memory card (8MB) (for PlayStation®2)) or create a new one through the Network Configuration Utility.

Note: After using the included Network Configuration Utility, the ⏻/RESET button functions differently in *FIFA Football 2004*. To put the console into standby mode press and hold the ⏻/RESET button until the ⏻ indicator turns red.

Network Configuration File

Press ⬅/➡ to scroll through the available ISP settings and select one for your Online game. The default displayed on the screen is the last ISP setting used when playing Online.

Create/Edit Network Configuration

The Network Configuration Utility allows you to create and edit Network Configuration files. When selected, the game shuts itself down while the Network Configuration Utility is loaded. When complete, the game re-launches itself and goes through its normal loading procedure before returning to the Main menu screen.

Connect

After selecting a Network Configuration, connect to your ISP. If the connection is successful, the *FIFA Football 2004* Server Login screen appears.

Account Setup

Before you can begin playing Online, you must create a new account or use an existing one.

- If you have already created a profile, use the directional button/left analog stick to highlight RETRIEVE ANOTHER ONLINE ACCOUNT FROM THE SERVER and press ⊗. If you have not created a profile, highlight CREATE ONLINE ACCOUNT and press ⊗ to begin the process. If you want to log off and return to the previous screen, press △.
- Saving your EA Account to a memory card (8MB) (for PlayStation®2) speeds up the login process the next time you log on.

Using an Existing EA Account

1. From the Main menu, select PLAY ONLINE.
2. Select your Network Configuration file.
3. Your EA Account appears by default or you can select a different account by choosing RETRIEVE ANOTHER ONLINE ACCOUNT FROM THE SERVER.

- Your EA Account only defaults once you've saved it.

4. At the User Name screen, select an EA SPORTS™ Online User Name and press ⊗.

- You can have up to four EA SPORTS™ Online User Names. Change, delete or create new User Names from the Online User Name screen.

  Note: If you have an existing screen name on any of the following services: AOL, AOL Instant Messenger (AIM), Compuserve 2000 or Netscape AOL Instant Messenger, you can use it as your EA Account Name – it's already reserved for you.

Welcome to FIFA Football 2004 Online

PLAY NOW: Quickly search for an online opponent and play a ranked game with Ranked settings enabled.

SERVER LOBBY: Enter a room based on region or create your own room.

TOURNAMENTS: Create your own Tournaments or participate in sponsored Special Events for 4 or 8 players.

SQUAD UPDATES: Download the latest Squads (for offline play).

SERVER NEWS: Check out the latest EA News.

STATISTICS: View the Stats Book.

SAVE/LOAD: Save your profile and downloaded Squads.

Server Lobby

From the Server Lobby, you can ENTER A ROOM or CREATE A ROOM of your own. Rooms are where players gather to chat and challenge each other to a game.

EA Messenger

Instant Message, challenge and find your mates online. See how your friends are doing while playing online or send messages to other users playing EA SPORTS™ games. You can have up to 32 friends in your EA Messenger. When you see a mail icon or an explosion icon, you've received a message or a challenge – open your EA Messenger by pressing ◉ and press L1/R1 to toggle through options.

Enter/Create a Room

Directional button/left analog stick to cycle through the Rooms or press ■ to create your own.

EA SPORTS™ Talk

Trade terrace humour with your opponents during online gameplay with all-new EA SPORTS™ Talk. To activate EA SPORTS™ Talk, connect your USB-supported headset to the PlayStation®2 computer entertainment system. Once the headset is plugged in, the voice chat function is automatically activated.

Ranked Settings

Play on an even field with EA SPORTS™ Fair Play Settings. Cheating has been nearly eliminated and only those who complete full games are rewarded.

Match-Up Room

From the Match-Up Room, you can meet other players or challenge someone to a game.

Note: *FIFA Football 2004* does not support the USB keyboard.

Player Options

Directional button/left analog stick to highlight the name of another player or press ✕ to bring up player options. From here you can challenge another player to a game, send/read a private message, add/remove a player to/from EA Messenger, block/unblock a player or report abuse if you are in a chat room. Press ↑/↓ to highlight the option you want, and then press ✕.

Problems Connecting To Other Players in Online games of FIFA Football 2004

If you are having trouble connecting to other players (but can get into the game lobby) your PlayStation®2 is probably behind a firewall or router. Remember, if you are sharing your Internet connection using Windows XP Internet Connection Sharing, your Windows XP PC is acting as a router. If you are using a dedicated ADSL modem, this may also be acting as a router.

FIFA Football 2004 **requires the following ports to be open on your firewall (both inbound and outbound):**

- **TCP 13505** (used by BuddyList/IM server and is required to accept challenges).
- **TCP from 10400 to 10499** (for lobby connectivity).
- **UDP 3658/3659** (for gameplay connectivity).
- **UDP 6000/6001** (for voice over IP connectivity).

Also, if your PlayStation®2 is behind a router, you must **FORWARD** the following ports to your **PlayStation®2 IP address** or place your PlayStation®2 in a DMZ.

- **UDP 3658/3659** (for gameplay connectivity).
- **UDP 6000/6001** (for voice over IP connectivity).

Please consult your router/modem documentation for advice on configuring your connection, or visit our Support Centre at **www.uk.ea.com** for more advice and information on finding your PlayStation®2 IP address.

My FIFA 2004

To toggle User Profiles at any point within the My FIFA 2004 screens, press L1/R1. The selected User's information is displayed.

EA SPORTS™ Bio

EA SPORTS™ Bio is a new feature designed to reward you for playing EA SPORTS™ titles. Your EA SPORTS™ Bio, a file shared between all EA SPORTS games via your memory card (8MB) (for PlayStation®2), tracks key accomplishments and time spent playing different titles in the EA SPORTS line-up.

- The first time you select EA SPORTS™ BIO from the My FIFA 2004 menu, you are prompted to create an EA SPORTS™ Bio. You are also prompted when you complete accomplishments or reach a new gamer level (see below).

EA SPORTS™ Gamer Levels

When you first create your EA SPORTS™ Bio, you start out as a Level One gamer. You can earn credit towards a promotion to the next level in the following ways:

EA SPORTS™ Titles Played: Every EA SPORTS™ title you play gets you more credit toward the next Level.

Game Time: The more time you put in, the faster you rise to the next Level.

Number of Games Played: Gain more credit with every game played and completed (winning games gives you additional bonus points towards your Level).

Rewards

When you reach a new level, you may unlock a game-specific reward, the size of which depends on the level you achieve (a level increase potentially unlocks rewards for all EA SPORTS™ titles in your Bio, regardless of which title the level was achieved while playing).

Accomplishments

In each EA SPORTS™ game, there are certain accomplishments that you can achieve. These accomplishments vary by title. When you achieve an accomplishment, a prompt appears reminding you to save it to your EA SPORTS™ Bio. There are two lists of accomplishments:

Major Accomplishments: Your highest-ranking accomplishments.

Recent Accomplishments: Your most recent accomplishments, sorted by date.

Hall of Kits

Press ⬅/➡ to toggle between leagues and then press ⬆/⬇ to view the shirts worn by each team in the selected league. Beat a team to highlight its home and away strips; beat all the teams in a league to unlock that league's third kits.

User Profiles

Your User Profile contains all of your game preferences (e.g. Set Pieces, Game Settings etc) and your preferred team. When you first start *FIFA Football 2004*, you should create a new User Profile and select a favourite team.

Creating/Editing a User Profile

To Create a new User Profile:

1. Select MY FIFA 2004>USER PROFILES>CREATE NEW PROFILE (or press ◉ in the Main menu screen).
2. Press ⬆/⬇ and ⊗ to input your Profile Name, First Name and Last Name and select the team you support.

- To input names, use the directional button/left analog stick to highlight each character and press ⊗. Select the tick symbol when you have entered the name.
- To choose the team you support, press ⬅/➡.

3. Select DONE and then YES to save your profile.

- To Edit a current User Profile, select EDIT PROFILE in the MY FIFA 2004 User Profiles screen and follow steps 2. and 3. above.

Activating a User Profile

The Active User Profile determines the settings currently being used.

- To change the User Profile being used in the current session, press L1/R1 in the MY FIFA 2004 User Profiles screen to select the required User Profile and then press ◉.

Options

Game Settings

Press L1/R1 to view BASIC SETTINGS, ADVANCED SETTINGS or AUDIO SETTINGS. Press ↑/↓ to move between individual options and then press ←/→ to make adjustments to the highlighted setting.

Note: Default Settings are displayed in **bold**.

BASIC SETTINGS: Decide on the Half Length and Difficulty Level or turn Injuries, Offsides, Bookings and the Wide Screen feature ON and **OFF**.

ADVANCED SETTINGS: Adjust the Power-Up Speed, turn the Time/Score Display **ON** and OFF, change the Camera angle, pitch Radar and Vibration function ON and OFF and use the sliders to decide the level of CPU assistance for Home and Away teams when switching players during a game (empty bar=manual control, full bar=CPU control).

AUDIO SETTINGS: Move sliders to adjust Commentary Volume, Game SFX Volume, Menu SFX Volume and Menu Music Volume.

Team Management

Control every aspect of a team's performance with Team Management. To select a team to manage:

1. Press ←/→ and ⊗ to select a league/team (if you are within a game mode, selection defaults to the team you selected when you entered the mode).
2. Press L1/R1 to cycle through STARTING 11 (SUBSTITUTIONS in-game), KICK TAKERS and TACTICS.

Starting 11

To change your first team line-up (or substitute players during a match):

1. Toggle to STARTING 11 (SUBSTITUTIONS in-game).
2. Press ↑/↓ to highlight the name of the first player that you wish to swap and press ⊗.
3. Repeat step 2. to choose the 2nd player. The two players are swapped.

***EA* Tip**: Press ←/→ to scroll through players' abilities. Players with less ability are less likely to successfully control the ball and more likely to overpower shots.

Kick Takers

To replace existing Kick Takers for Corners, Free Kicks and Penalties:

1. Press ↑/↓ to highlight a player in the Kick Takers list and press ⊗.
2. Press ↑/↓ to highlight the player you wish to replace the current selected Kick Taker and press ⊗. The selected Kick Taker is replaced.

Tactics

Press ↑/↓ to highlight various team tactics options and then press ←/→ to adjust the current settings.

Player Swaps

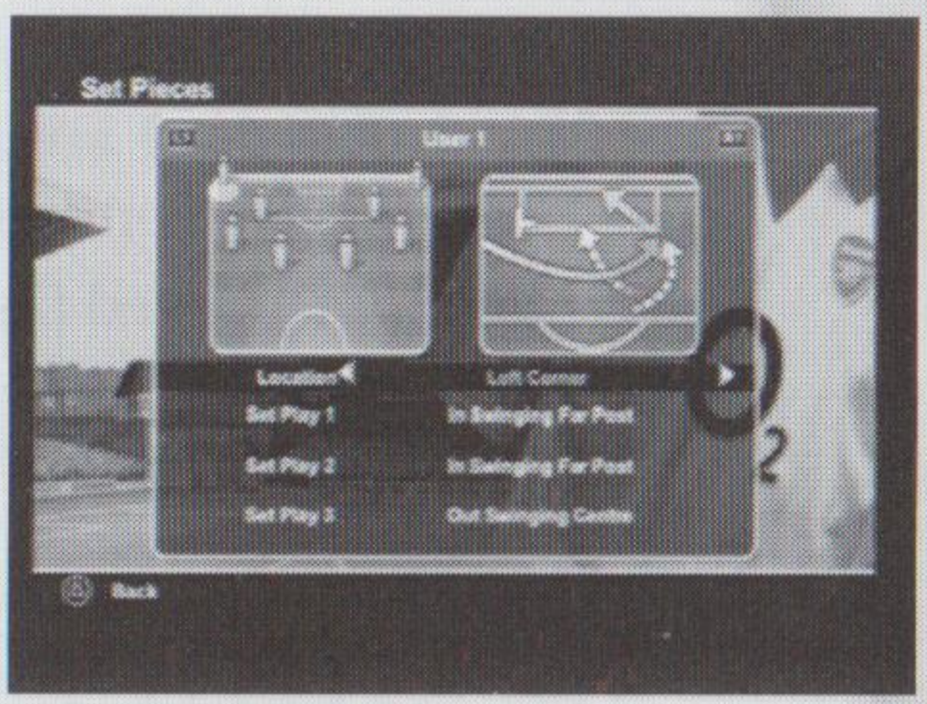
To swap players between clubs:

1. Select OPTIONS>PLAYER SWAPS.
2. Press L1/R1 to select a league and then press L2/R2 to select a team from it.
3. Press ↑/↓ and ⊗ to select the first player in the swap.
4. Press → and then repeat steps **2.** and **3.** to choose the 2nd player. The players are swapped.

Set Pieces

Preset routines at indirect free kicks and corners and then use them in matches.

1. Press L1/R1 to select a User Profile.
2. Press ←/→ to choose a set piece Location (it is highlighted on the pitch at the top left of the screen).
3. Press ↑/↓ to highlight a Set Play slot and then press ←/→ to preset a routine for the selected slot.



- Repeat step **2.** to programme further routines for the highlighted set piece.

  Note: There are 4 Set Plays you can select during the match for each position. You can preset 3 of these. Slot 1 is always set to the default selection (In Swinging Centre for corners and Lay-off & Shot for free-kicks).

Language

Press ←/→ to select your preferred language.

EA SPORTS™ Trax

Press ↑/↓ to highlight a Jukebox track and press ⊗ to deselect it (press ⊗ once more to reselect). Unticked tracks will not be played.

Saving, Loading & Deleting

Note: Never insert or remove a memory card (8MB) (for PlayStation®2) while loading or saving.

Note: The memory card (8MB) (for PlayStation®2) is only supported in MEMORY CARD slot 1.

Saving

- To save files, go to the Save/Load screen (see *Save/Load Screen* on p. 20) or, in the case of Career/Tournament/Fusion files, select the relevant option within the mode. You are also prompted to save files upon exiting certain screens.

Note: Changes made outside individual game modes are applied in all game modes. Changes made within game modes are specific to that competition. Changes made from the Pause Menu are reset after a game is finished.

Loading

- All User Profiles detected on the memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 are automatically loaded upon boot-up with the Active User Profile's Settings applied to the game.
- To load previously saved files *after* you've started the game, go to the Save/Load screen (see *Save/Load Screen* on p. 20) or, in the case of Career/Tournament/Fusion files, select the relevant option within the mode.

Deleting

- Saved files can be deleted in the Save/Load screen (see *Save/Load Screen* on p. 20).

Save/Load Screen

To enter the Save/Load screen, either select SAVE/LOAD from the Options, More Options or User Profile screens (you will then have to select whether you wish to SAVE or LOAD) or select one of the Save or Load options throughout the game.

To save, load or delete a file within the Save/Load screen:

1. Press L1/R1 to select the type of file you wish to perform an action on (All Types/Profile/Squad/Career/Tournament/Fusion Team/Fusion Match).
2. Press ↑/↓ to select a file and then press ⊗.

- If you have chosen to **save** a file, you can select RENAME FILE to change the file name and save it or SAVE FILE to save it under its present name (to delete a file, choose a saved, unloaded file and select DELETE FILE).
- If you have chosen to **load** a file, select LOAD FILE.

Cameras

Select CAMERAS from the Pause Menu during a match to switch between Camera angles.

- Press ⬅/➡ to select from **TELE**, ACTION, END TO END, SIDELINE and BROADCAST camera angles.
- To change Height and Zoom, press ⬆/⬇ to select an action and press ⬅/➡ adjust it.

Instant Replay

Select INSTANT REPLAY from the Pause Menu to view the latest action from a variety of angles and speeds.

Select Camera	△
Play/Pause	✕
Slow/Fast Rewind	L1/□
Slow/Fast Forward	R1/○
Zoom In/Out	⬆/⬇
Control Free Cam	Right analog stick
Hide Panel	SELECT
Quit Instant Replay	START

Multiplayer Matches

Up to 8 Players may play *FIFA Football 2004*, using two multitaps (for PlayStation®2).

- For Multiplayer games, each participating player requires a controller.
- To play with 1-5 Players, a multitap (for PlayStation®2) is required and must be inserted into controller port 1 of the console. The controllers must then be connected sequentially to controller port 1-A, controller port 1-B, etc, with the fifth controller inserted into controller port 2.
- To play with 1-8 Players, a second multitap (for PlayStation®2) is required and must be inserted into controller port 2. Players 5, 6, 7 and 8 must insert their controllers into controller port 2-A, controller port 2-B, etc.

If you are using a memory card (8MB) (for PlayStation®2) it must be inserted into MEMORY CARD slot 1-A of the multitap (for PlayStation®2).

When starting a match, up to 8 players can select which team to play for. Each player must press ⬅/➡ to move to the team that they wish to play for. Controller icons must be displayed under a team in order to control it in the game.

Note: You can also select the side you want to play for during the game by pressing START and selecting SELECT SIDES from the Pause Menu.

Warning: To Owners Of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

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Problem? Question? If you're having trouble with your game, we're here to help.

Ask Us

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www.uk.ea.com
www.ie.ea.com
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Note: These are UK National Call rate numbers charged at BT's standard national call rates for calls from a BT line in the UK. Consult your telephone service provider for further information. Calls from outside the UK will be charged at International rates.

Please note that Customer Support cannot provide game play hints or tips – if you're stuck in your game, please see the back of this manual for details of our official Hintline.

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